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EIDOS Interactive 303 Sacramento St., San Francisco, CA 94111  
[www.eidosinteractive.com](http://www.eidosinteractive.com)

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**SEGA**



SEGA SATURN™

T-7914H

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# MACHINE HEAD



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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### HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



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# MACHINE HEAD

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## STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Machinehead disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

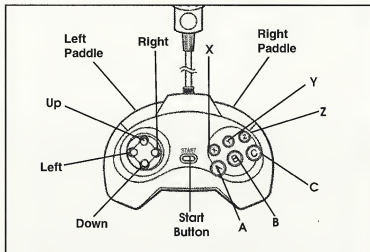


**Important:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## CONTROLS

(Defaults)



<b>Up</b>	Look Down
<b>Down</b>	Look Up
<b>Right</b>	Turn Right
<b>Left</b>	Turn Left
<b>Left Paddle</b>	Fire Chain-gun (unlimited ammo)
<b>Right Paddle</b>	Fire Special Weapon
<b>A</b>	Reverse
<b>B</b>	Slide Left
<b>C</b>	Slide Right
<b>X</b>	Accelerate
<b>Y</b>	Toggles between Full Cockpit and Full Map modes
<b>Z</b>	Toggles through available weapons
<b>START</b>	Pauses the game and brings up the Pause Menu

# INTRODUCTION

By the year 2020 Nano-Technology has outmoded all other forms of manufacture on the planet. Humans program miniature machines on production lines, releasing them into floatation tanks, where they build onto themselves, eventually creating whatever the particular company requires.

Anything from Human tissue to electronic components, all from one tiny molecule.

Callam "SLUG" Voldreer, employee of the vast Senclair Corporation, programs micro machines with their tasks. The futuristic equivalent of putting caps on tooth paste tubes. Not that Callam would recognize the irony in that. He never cleaned his teeth.

Unfortunately, due to Callam's less than enviable social position (he has less friends than a moldy potato). He began to hatch a dribblingly pathetic plan, rather disappointingly and depressingly accidentally, concluding in the termination of the majority of Human life on the planet.

Abusing his position in the most spectacular fashion, Callam began to inject himself with DIY Micro Machines in an attempt to reform his unthinkable physique.

Callam hardly noticed as the machines fingerprinted his DNA and began to evacuate a fashion from every available orifice. Callam was used to releasing bad smells. But not geometrically expanding smells that destroyed everything on the planet within 48 hours that did not match his DNA code.

After much consideration and stealing of food, Callam realized he had accidentally become a God. With a chin full of cake instead of the time-honored white beard.

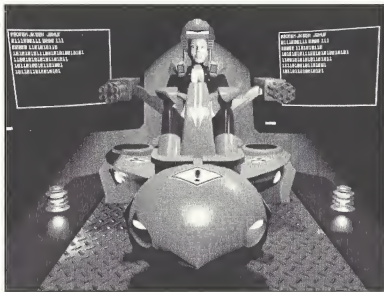
Ten years on and Callam had evolved into something larger and stupendously more dangerous than "SLUG" Voldreer. He was the Machinehead Core. The Nano-virus had built onto him. And into him. He animated whatever popped into his engorged head, creating abortions that were never meant to be, galloping and rolling across the plains.

But the scientists lay in wait underground, developing an anti-virus. One such scientist, Kimberley Stride and her perverted assistant, Orville MacArdle, had virtually completed their self-guiding missile system.

Callam knew they were there. He knew what they were doing. But he did not care. Even though he was the Machinehead, God of his New World, his memory banks would always return to chips, or fondant fancies.

He could not think like that.

He was the Machinehead Core.





## MENU CONTROLS

Use Up and Down on the D-Pad and Button C to select throughout all menus. The Start Button also quits FMV and Mission briefings.

Use Right and Left on the D-Pad to toggle through individual category options.

Use Button B within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen, or select Exit on the relevant screens.

## MAIN MENU

- |                     |  |
|---------------------|--|
| <b>Start Game</b>   | Starts a new game.   |
| <b>Restore Game</b> | Options to load in previously saved game using a Password system, please follow on-screen prompts. |
| <b>Options</b>      | Select Options to take you to the Options Menu.  |

## START GAME

Upon starting a new game, you will be presented with your first MISSION BRIEFING.

After the required number of missions, you will be beamed through into a new domain. The story will unfold through FMV sequences and you will be presented with the MISSION BRIEFING pertaining to that domain.

***Note:** The closest Orville has ever been to normal social interaction is being helped out of a swimming pool whilst drowning. But listen carefully to his inane banter, for tips and strategies emerge as jewels from a dung heap.*

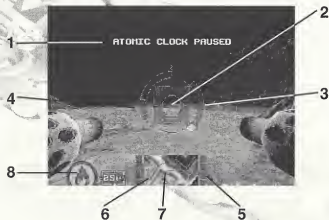
## OPTIONS MENU

- |                                 |                                     |
|---------------------------------|-------------------------------------|
| <b>Level</b>                    | Toggle through the difficulty level |
| <b>Animation Sequences</b>      | Turn on / off in-game FMV           |
| <b>Sound Volume / CD Volume</b> | Alter in-game sound levels          |
| <b>CD Test</b>                  | Select audio track to test          |
| <b>Controls</b>                 | See below                           |
| <b>Exit</b>                     | To return to the Main Menu          |

## CONTROL CONFIGURATION MENU

Choose your desired control set-up from Five predefined choices. Using Left and Right on the D-Pad will scroll through the options

# IN GAME DISPLAY



## 1 Computer Display

Displays weapons and Ammo as they are collected. Also displays information pertaining to level.

## 2 Tractable Sensor

All weapons will fire to the center of the circle. Homing weapons will lock on to any target entering the full circle, "locked" enemies will display a highlighted triangle, in much the same fashion as a "kick me" sticker stuck on their foreheads.

## 3 Energy Readout

You are strapped unceremoniously to a cruise missile. Cruise missiles are developed to detonate upon impact, rendering large habitable areas uninhabitable, with a sideline in glow in the dark corpses.

Obviously, diligence should be of the utmost to avoid unwanted thermonuclear antics.

Avoid enemy projectiles, avoid large drops, if your energy drops below 20% you will activate the...

## 4 Bomb Timer

Upon the Bomb Timer activating, the only way to prevent being vaporized before countdown reaches zero is to supplement your Power Bar.

Enemies contain energy, as do specific map areas. The clock will stop upon energy restoration, and will slowly increase to full time.

## 5 Unreality Keys Collected

Reads from 1 <top> to 5 <bottom>.

Concealed on landscape.

## 6 Real World Keys Collected

Reads as above.

Concealed on landscape.

## 7 Overhead Map

Gives a plan view of the surrounding area. Tractable objects are depicted by white dots, enemy projectiles in red/yellow.

- Unreality keys depicted in green.
- Reality keys depicted in red.
- Objectives flash white concentric circles.
- Unreality Terminals are depicted in Blue.

## 8 Weapon/Ammo Display

Shows currently selected secondary weapon with its ammunition. Only loaded weapons can be toggled. Specific ammunition becomes apparent through later levels.





## UNREALITY KEYS

In an attempt to hinder your progress through the infested areas the Machinehead has trapped important segments of the landscape in an "Unreality zone". To access and repair these features Unreality Keys can be used at corresponding numbered terminals (left) to pull these trapped landscape segments back through into their rightful place in reality (for example if a broken bridge blocks your progress through the latter stages of a level the correct Unreality Key may pull the missing segment back from unreality into reality, hence repairing the bridge and allowing you access to the new area. Depending on your position, landscape changes may be visible as you access the terminals.

## PAUSE MENU/FULL SCREEN MAP

Pressing START in game will freeze the action and present you with the opportunity to Continue or Quit. Selecting Quit will return you to the title screen, Continue will return you to the game.

Pressing Button Y in game will toggle between Full Cockpit and Full Map view modes.

## WEAPON CHARGES/KEYS

### Chain Gun

The Chain Gun is your primary weapon.

Unlimited ammunition. Low hit ratio.

All secondary weapons available from landscape, enemies.

### Flame Thrower

Watch enemy obscenities hop around like hot tarts in a toaster.

### Missile

Creative use of this non-homing weapon can result in mass hospitalization.

### Homing

Like a sociopath muscle boulder in a pub, swaggers drunkenly out of his chute, selects its target complacently and hammers it relentlessly.

### Photon

Discharges rapid pulses into enemies.

### Grenade

Limited area photon explosive device, which can obliterate large areas if pointed in the right direction.

### Disruptor

High level photon explosion.

### IO-Storm

The enemy after life will be a ticket only gig after this little baby blows its lid.

### Energy Cell

Recharges 50% power. Handy in crucial moments.

Available from landscape, enemies and other good outlets.

A smaller (12.5%) version of the above is also available.

### Unreality Keys (1-5)

Allows you to "rescue" a segment of the real world captured in un-reality.

### Real Key (1-5)

Corresponds to doors/man-made landscape features.



## MISSION STRUCTURE

### AREA ONE

#### Mission One

Destroy spider cocoons, blocking electricity pylons to re-activate train hanger doors and release fuel carriage.

#### Mission Two

Escort train across level, re-routing to avoid Machinehead train mutants.

#### Mission Three

Escort the train across the Ruined City to the bunker, repairing tracks through Unreality keys.

#### Mission Four

Find the Teleport Chamber and defeat the expansively pain inducing Arachna-King.

### AREA TWO

#### Mission One

Locate the entrance to the first termite hill.

#### Mission Two

Find the Real and Unreality Keys to raise the exit teleporter.

#### Mission Three

Attempt to put the willies up the termites in their own home. Locate the cyber key to cross the breeding ground.

#### Mission Four

Wade through hordes of undesirables in the second mound to enter the...

#### Sub-Chamber

Inept and probably incontinent Agent lurks within. Find him, find his Teleporter. Be wary of over zealous guards.

### AREA THREE

#### Mission One

Locate and reactivate the scientist satellite, whereupon the spy satellite will beam you out of the area.

*NB: All that goes up, does not come down, unless you fire a warhead into it.*

#### Mission Two

Stick a red hot poker right into the Machinehead by impeding the perpetually cycling supply lines.

#### Mission Three

The satellite beams you out onto the seismic canyons, navigating your way to the satellite beam-up area.

*NB: What goes down, goes down and down.*

#### Satellite

An unwelcome surprise for the down-trodden scientists. Scientist parties will be abandoned in the wake of a mass scientist slaughter.

### AREA FOUR

The calm before the storm.

Not dissimilar to being shown your favorite present ever and then being punched in the face before you can get to it. Repeatedly.

Little or no information available.





# **MACHINEHEAD**

## **MISSION 1**

### **WALK-THROUGH**

You have a number of tasks to perform in order to complete the mission successfully. The first thing you need to do is pick up unreality key #1. It's a big, flashing green #1 symbol in front of you...you can't miss it! After picking up the 1st unreality key maneuver straight into unreality terminal #1 (which will be activated when you approach it) to alter the landscape around you.

*The 'trick' to progressing through MACHINEHEAD is collecting reality keys (usually to open doors) and unreality keys (to alter landscapes when used with the corresponding unreality terminal).*

Consult your overhead map and look for your objectives (in this case cocoons). The mission objectives are represented on the map as blinking white circles. Destroy the cocoons as you maneuver towards the next unreality key (depicted as a flashing green dot on your overhead map). On the way to the 2nd unreality key, you'll run into a locked gate (with a big #1 on the gate). You'll need reality key #1 to enter this area...luckily reality key #1 is right in the vicinity (a big, flashing red #1 symbol). Pick up reality key #1, go through the gate, and obtain unreality key #2. Look on your overhead map and find the unreality terminal that corresponds to this key (it's depicted as a flashing blue dot). Go to the terminal and alter the landscape. This will allow you to obtain unreality key #3.

You get the ideal

When you've collected all of the unreality keys (and used them with the corresponding unreality terminals!) and destroyed all of the cocoons, power will be restored. Go activate the generator (by bumping into it) and release the train. The train will then drive into the next mission area.

### **Tips:**

- Consult your overhead map often. It shows you where the unreality keys are (and their corresponding terminals) in addition to the locations of the reality keys & mission objectives.
- Pay attention to your computer display. Useful information pertaining to the level is displayed here.



## **CREDITS**

### **For Core Design, Ltd.**

#### **LEAD PROGRAMMER**

Dan Scott

#### **PROGRAMMING SUPPORT**

Martin Gibbins, Andrew Howe, Derek Leigh-Gilchrist

#### **ARTWORK**

Andy Sandham, Stuart Atkinson  
David Pate, Peter Barnard

#### **MUSIC AND SOUND EFFECTS**

Nathan McCree

#### **ORIGINAL CONCEPT**

Andy Sandham

#### **GAME DESIGN**

Richard Morton, Andrew Sandham  
Stuart Atkinson, Dan Scott  
Martin Gibbins

#### **EXECUTIVE PRODUCER**

Jeremy Smith

### **For Eidos Interactive**

#### **QUALITY ASSURANCE**

Mike Schmitt, Tom Marx, Frank Hom  
Brian Schorr, Matt Miller, Phil Gelber  
Phil Baker, James Poole, Mike Kelly  
Precioso Gabrillo

#### **MARKETING SUPPORT**

Gary Keith, Paul Baldwin, Sutton Trout  
Lee Wilkinson, Kelly Zavislak

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